

A.1 Python Built-In Function Reference

Adapted from <https://docs.python.org/3/library/functions.html>. Note that not all built-in functions are shown.

Built-in Function	Description
<code>abs(x)</code>	Return the absolute value of a number. The argument may be an integer or a floating point number.
<code>all(iterable)</code>	Return True if all elements of the <code>iterable</code> are true (or if the <code>iterable</code> is empty).
<code>any(iterable)</code>	Return True if any element of the <code>iterable</code> is true. If the <code>iterable</code> is empty, return False.
<code>chr(i)</code>	<p>Return the string representing a character whose Unicode code point is the integer <code>i</code>. For example, <code>chr(97)</code> returns the string <code>'a'</code>, while <code>chr(8364)</code> returns the string <code>'€'</code>. This is the inverse of <code>ord()</code>.</p> <p>The valid range for the argument is from 0 through 1,114,111. <code>ValueError</code> will be raised if <code>i</code> is outside that range.</p>
<code>divmod(a, b)</code>	Take two (non complex) numbers as arguments and return a pair of numbers consisting of their quotient and remainder when using integer division. For integers, the result is the same as <code>(a // b, a % b)</code> .
<code>filter(function, iterable)</code>	Construct an iterator from those elements of <code>iterable</code> for which <code>function</code> returns True. <code>iterable</code> may be either a sequence, a container which supports iteration, or an iterator.
<code>id(object)</code>	Return the “identity” of an object. This is an integer which is guaranteed to be unique and constant for this object during its lifetime.

Built-in Function	Description
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<code>input([prompt])</code>	If the <code>prompt</code> argument is present, it is written to standard output without a trailing newline. The function then reads a line from input, converts it to a string (stripping a trailing newline), and returns that. Example:
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>>> s = input('Type in a word: ')
Type in a word: Python # "Python" is user
                        input
>>> s
'Python'
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<code>isinstance(object, classinfo)</code>	Return True if the <code>object</code> argument is an instance of the <code>classinfo</code> argument, or of a subclass thereof. If <code>object</code> is not an object of the given type, the function always returns False.
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<code>len(s)</code>	Return the length (the number of items) of an object.
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<code># Form 1</code>	Return the largest item in an <code>iterable</code> or the largest of two or more arguments.
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<code>max(iterable, *</code>	If one positional argument is provided, it should be an <code>iterable</code> . The largest item in the <code>iterable</code> is returned. If two or more positional arguments are provided, the largest of the positional arguments is returned.
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<code>[, key, default]</code>	There are two optional keyword-only arguments. The <code>key</code> argument specifies a one-argument ordering function like that used for <code>list.sort()</code> .
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<code>)</code>	
<code># Form 2</code>	The <code>default</code> argument specifies an object to return if the provided <code>iterable</code> is empty. If the <code>iterable</code> is empty and <code>default</code> is not provided, a <code>ValueError</code> is raised. If multiple items are maximal, the function returns the first one encountered.

<code>max(arg1, arg2, *args, [key])</code>	
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Built-in Function	Description
<pre># Form 1 min(iterable, * [, key, default])</pre>	<p>Return the smallest item in an <code>iterable</code> or the smallest of two or more arguments.</p> <p>If one positional argument is provided, it should be an <code>iterable</code>. The smallest item in the <code>iterable</code> is returned. If two or more positional arguments are provided, the smallest of the positional arguments is returned.</p> <p>There are two optional keyword-only arguments. The <code>key</code> argument specifies a one-argument ordering function like that used for <code>list.sort()</code>.</p>
<pre># Form 2 min(arg1, arg2, *args, [key])</pre>	<p>The <code>default</code> argument specifies an object to return if the provided <code>iterable</code> is empty. If the <code>iterable</code> is empty and <code>default</code> is not provided, a <code>ValueError</code> is raised. If multiple items are minimal, the function returns the first one encountered.</p>
<pre>open(file, mode='r')</pre>	<p>Open <code>file</code> and return a corresponding file object. If the file cannot be opened, an <code>OSError</code> is raised.</p> <p><code>file</code> is a path-like object giving the pathname (absolute or relative to the current working directory) of the file to be opened.</p> <p><code>mode</code> is an optional string that specifies the mode in which the file is opened. It defaults to <code>'r'</code> which means open for reading in text mode. Other common values are <code>'w'</code> for writing (truncating the file if it already exists), <code>'x'</code> for exclusive creation and <code>'a'</code> for appending.</p>
<pre>ord(c)</pre>	<p>Given a string representing one Unicode character, return an integer representing the Unicode code point of that character. For example, <code>ord('a')</code> returns the integer 97 and <code>ord('€')</code> (Euro sign) returns 8364. This is the inverse of <code>chr()</code>.</p>
<pre>pow(base, exp [, mod])</pre>	<p>Return <code>base</code> to the power <code>exp</code>; if <code>mod</code> is present, return <code>base</code> to the power <code>exp</code>, modulo <code>mod</code> (computed more efficiently than <code>pow(base, exp) % mod</code>). The two-argument form <code>pow(base, exp)</code> is equivalent to using the power operator: <code>base ** exp</code>.</p>
<pre>print(*objects, sep=' ', end='\n')</pre>	<p>Print <code>objects</code> to standard output, separated by <code>sep</code> and followed by <code>end</code>. <code>sep</code> and <code>end</code>, if present, must be given as keyword arguments.</p> <p>Both <code>sep</code> and <code>end</code> must be strings; they can also be <code>None</code>, which means to use the default values.</p>
<pre>reversed(seq)</pre>	<p>Return a reverse iterator.</p>

Built-in Function	Description
<pre>round(number [, ndigits])</pre>	<p>Return <code>number</code> rounded to <code>ndigits</code> precision after the decimal point. If <code>ndigits</code> is omitted or is <code>None</code>, it returns the nearest integer to its input.</p> <p>For the built-in types supporting <code>round()</code>, values are rounded to the closest multiple of 10 to the power minus <i>ndigits</i>; if two multiples are equally close, rounding is done toward the even choice (so, for example, both <code>round(0.5)</code> and <code>round(-0.5)</code> are 0, and <code>round(1.5)</code> is 2).</p> <p>Any integer value is valid for <i>ndigits</i> (positive, zero, or negative). The return value is an integer if <code>ndigits</code> is omitted or <code>None</code>. Otherwise the return value has the same type as <code>number</code>. <i>Note:</i> The behavior of <code>round()</code> for floats can be surprising: for example, <code>round(2.675, 2)</code> gives 2.67 instead of the expected 2.68. This is not a bug: it's a result of the fact that most decimal fractions can't be represented exactly as a float. See Floating Point Arithmetic: Issues and Limitations for more information.</p>
<pre>sorted(iterable, *, key=None, reverse=False)</pre>	<p>Return a new sorted list from the items in <code>iterable</code>.</p> <p>Has two optional arguments which must be specified as keyword arguments.</p> <p><code>key</code> specifies a function of one argument that is used to extract a comparison key from each element in <code>iterable</code> (for example, <code>key=str.lower</code>). The default value is <code>None</code> (compare the elements directly). <code>reverse</code> is a boolean value. If set to <code>True</code>, then the list elements are sorted as if each comparison were reversed.</p>
<pre>sum(iterable, /, start=0)</pre>	<p>Sums <code>start</code> and the items of an <code>iterable</code> from left to right and returns the total.</p>
<pre>type(object)</pre>	<p>Return the type of an object.</p> <p>The <code>isinstance()</code> built-in function is recommended for testing the type of an object, because it takes subclasses into account.</p>